

DC Studios Acquires State Of Emergency 2

Submitted by: Indoctrinat

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Edinburgh, Scotland & Montreal, Canada, April 30th 2005. Game developer DC STUDIOS has today entered into an agreement to acquire the rights to State Of Emergency 2™, the sequel to the chart topping, State Of Emergency™.

DC Studios has signed an agreement with Tom Maclennan and Kenny Craig of Tenon Recovery, joint administrators of VIS/SOED which will result in DC Studios completing the development of SOE2 and arranging a publishing deal for the game and any sequels.

State of Emergency 2™ takes place 10 years after the first game and takes the first title to an entirely new level, with more game modes, an entirely new game engine and the addition of vehicles and a huge array of weapons. The game takes the premise of the first title – huge, active, restless crowds and 'mob mentality' a stage further adding more crowd dynamics and an involving storyline to the overall game.

With huge numbers of enemies on screen, more weapons than an army base, guts, gore and game-play, State of Emergency 2 is surefire hit for the rapidly growing audience of adult gamers.

Mark Greenshields, the CEO of DC Studios, said 'We are extremely pleased to have added State of Emergency 2™ to our portfolio. The game is an excellent addition to the company's line-up and we look forward to it being a huge success and to the continuation of the brand in the future. We are also delighted to be supporting games development within Scotland and are continuing to expand our operations there.

State of Emergency 2™ will be released in Q4 2005 on Playstation 2 with other versions to follow.

An 'in development' build of State Of Emergency 2™ will be available behind closed doors at E3 2005.

DC STUDIOS can be found at stand #2400 in the West Hall - by appointment only.

Publishers wishing to discuss distribution of this major title should contact Mark Greenshields in Montreal: +1 514 849 2555 or in Glasgow: +44 141 248 6490 or email : soe2@dc-studios.com

ENDS.

About DC Studios

DC Studios is one of the most successful games developers in the world today, with offices in Montreal, Canada; Glasgow and Edinburgh, Scotland, Bristol, England and Dublin, Ireland. Wholly owned and consistently profitable throughout its entire life, DC is now entering the next phase of growth.

The company has worked with many of the world leading publishers including companies such as Konami, Ubisoft, Disney, ABC, Breakthrough films, Hip, THQ, Majesco and many others across all current games platforms, including the PC, PlayStation, PlayStation 2, PSP, Xbox, Gamecube, Game Boy Advance and DS and mobile phone handsets.

DC Studios is at the forefront of the interactive entertainment industry. Since it was founded in 1999 the company has shipped over 60 titles, including the best selling Rayman DS for Ubisoft, Tour de France Centenary Edition for Konami, Cartoon Network Speedway for Majesco and created the technology behind Majesco's innovative GBA Video range. In addition to products created for other clients, the company is now moving into the original content space with Commodore 64 joystick, its Total Control Football™ franchise and now State of Emergency 2.

Online: www.dc-studios.com

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